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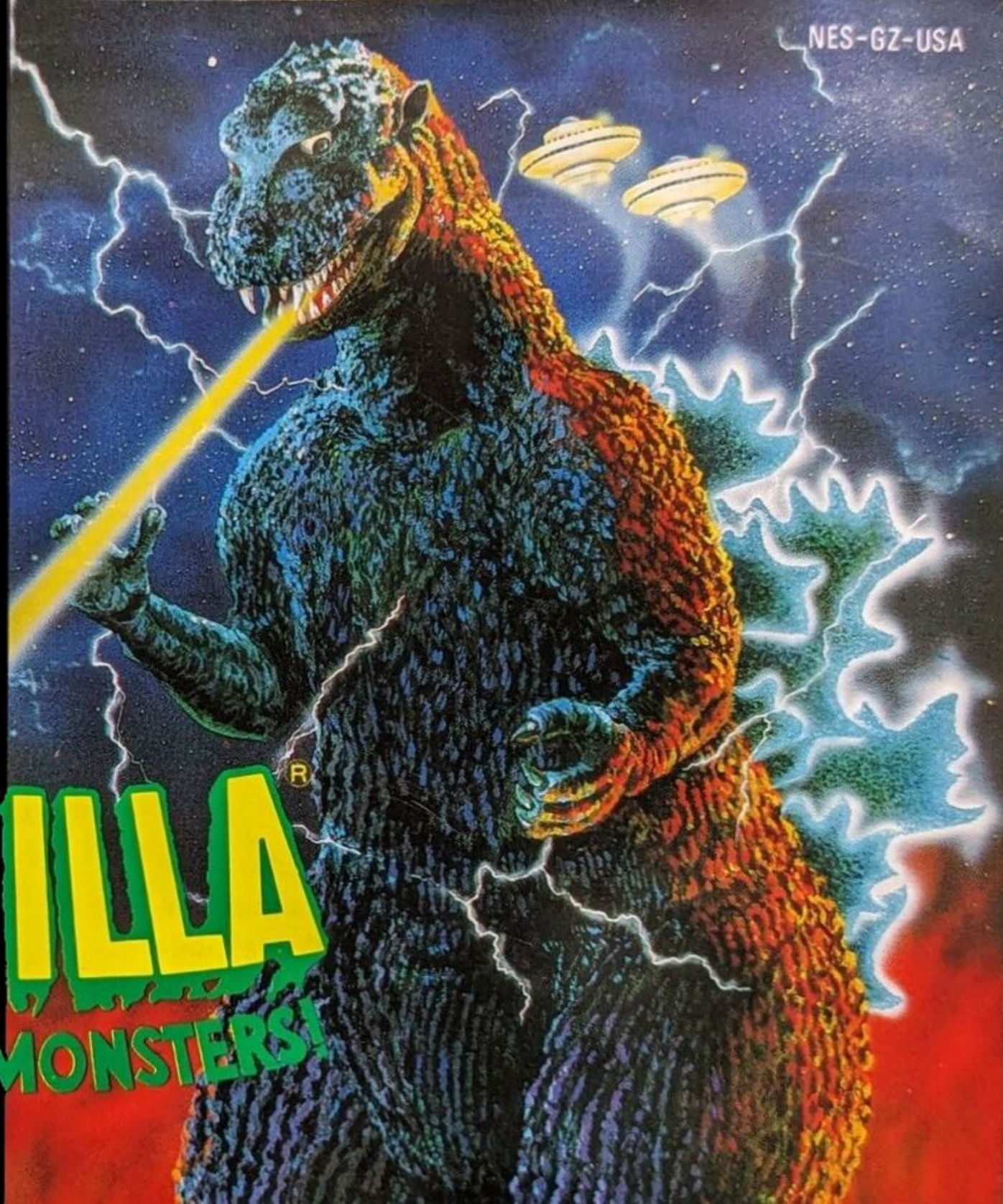
NES-GZ-USA



GODZILLA®

MONSTER OF MONSTERS!

GODZILLA®

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Please read this instruction booklet to ensure proper handling of your new game; then save the booklet for future reference.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

Precautions

1. This is a high precision game. It should not be played or stored in places that are very hot or cold. Never hit it or drop it.
2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3. Do not clean with benzene, paint thinner, alcohol or other such solvents.

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STORY

In 2XXX A.D. when the orbits of Pluto and Neptune exchange their positions, the earth receives a declaration of war from an unknown planet.

The invaders from Planet X attack the earth as part of their plan to conquer the entire universe using a legion of space monsters.

The earth sends Godzilla®, king of the monsters on the earth, and Mothra, to defend itself. Godzilla® advances through battle stages called Ring Fields provided in interplanetary space to battle that legion of space monsters controlled by Planet X. Godzilla® must battle its way from one Ring Field to another, and finally defeat Ghidora at Planet X to defend the earth.

For the sake of the future of the earth, Godzilla®'s fierce battle now begins....

KEEP IN MIND:

Your goal is to advance Godzilla® to the enemy base.

The purpose of this game is to reach the enemy headquarters, not to beat all enemy monsters. Every Ring Field has an enemy base (shown in photo ①). Advance Godzilla® and/or Mothra to this base and you can clear the Ring Field and warp to the next Ring Field. (See page 7)

❶

When Godzilla® dies:

Even if either Godzilla® or Mothra dies, you can advance the remaining monster to the enemy base, clear the Ring Field, and warp to the next Ring Field. In the new Ring Field, the dead monster is revived and you can restart with two monsters, Godzilla® and Mothra. (See page 8)

Use Pause and Save.

If you want to stop playing the game for just a few minutes, press the SELECT button and the game pauses. To resume playing, press the SELECT button again to cancel the pause mode.

You can use a password to save the game during play. Press the SELECT button while a HEX cursor (white six-sided frame) is in a Ring Field, and the password appears. Remember this password and by entering it the next time you play, you can start the game from the point at which you saved it. (See page **19**)

★To move the HEX cursor or selected monster, hold down the Control Pad ✚ to the right or left and then press it up or down.

TO GET STARTED

- **Insert the game pak and turn on the power. The title screen of "GODZILLA® " appears (shown in photo ②) and the opening music starts.**
- **Press the START button while the title and demonstration screen is displayed. The command selection screen is then displayed (shown in photo ③). Use the Control Pad ✚ to move the red box □ to the command you want to select, then press the START button to start the game.**

□NEW GAME

Select this command to start "GODZILLA® " the first time. When the demonstration screen is over, the "earth" Ring Field (shown in photo ④), which is the first stage, is displayed.

★To skip the demonstration, press the START button while the demonstration screen is displayed.

□LAST GAME

Use this command to restart the game after the game is over. You will then restart the game from the last Ring Field you were playing.
(See page 8)

□PASS WORD GAME

If you used a PASS WORD to end your last play, you can use it to restart the game next time from where you left off.

★See page **19** for an explanation of how to enter a password.

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GAME SCREEN: HEX MODE (RING FIELD)

- **When a new game starts, the Ring Field screen appears. The first screen is "the EARTH" (shown in photo ④). The HEXes (six-sided frames) of the Ring Field represent six types of battle stages. (See page 17)**
- **The white six-sided frame displayed on this screen is the HEX cursor. Use the Control Pad ✚ to move the HEX cursor to the monster that you want to move. Then press the A button, the black-and-white monster is colored and the HEX cursor disappears.**
- **When you complete a move, press the A button to set the move. The game automatically advances to the battle stage by side scrolling (shown in photo ⑤).**

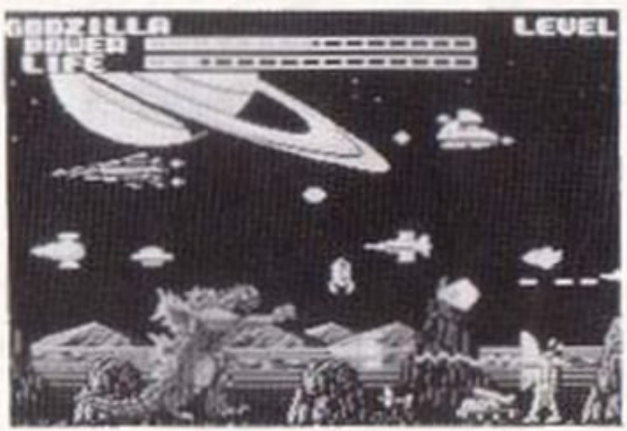
★To cancel your selection of a monster, press the B button. The white HEX cursor reappears and you can select another monster.

- **The game is played alternately by you (Godzilla®, Mothra) and an enemy monster. When you (Godzilla®, Mothra) have finished a move (attack), the enemy monster moves (attacks), followed by your next move (attack). Thus, moves (attacks) are repeated.**

★To move the HEX cursor or selected monster, hold down the Control Pad ✚ to the right or left and then press it up or down.

- **In each Ring Field you can win not by beating all enemy monsters but by advancing Godzilla® (Mothra) to the enemy base that exists in that Ring Field (shown in photo ①).**
- **When you have advanced Godzilla® (Mothra) to the enemy base, the screen turns to the battle stage, and the battle begins. (See page14). Next, the enemy moves (attacks). Then, in your turn, press the A button. The message "WILL YOU MOVE TO THE NEXT FIELD?" appears. Select "YES" and press the A button. Godzilla® (Mothra) disappears from the current Ring Field and warps to the next Ring Field.**
- **When you advance Godzilla® and Mothra, if both monsters are alive, or the remaining monster, if either has died, to the next Ring Field, you have won in the current Ring Field.**

❺



★Note that if you advance either monster to the base and warp it to the next Ring Field, the game is over if the remaining one dies on the way (See page **18**).

★In the next Ring Field, you start with both Godzilla® and Mothra. The enemy monsters that you have defeated in the preceeding Ring Field are also revived. Note that the power of those enemy monsters increased (See page **11**).

Q1: How many HEXes can Godzilla® and Mothra move on the Ring Field (HEX mode) screen?

A: Godzilla® can move 2 HEXes, and Mothra can move 4 HEXes in the Ring Field.

Q2: What should I do when the message "UNABLE TO ADVANCE FARTHER." appears?

A: If Godzilla® has moved 2 HEXes or Mothra has moved 4 HEXes, no farther movement is possible and this message appears.

★Press the A button to set your move, or press the B button to cancel

your choice of move and try another move.

Q3: What shold I do when the message "UNABLE TO ADVANCE, CONTACTING THE ENEMY." appears?

A: If you move to a HEX adjacent to an enemy monster, you cannot advance any farther. Press the A button to set the move.

Q4: What should I do when the message "WILL YOU FIGHT THE ENEMY?" appears?

A: Select YES or NO by pressing the Control Pad ✚ right or left.

- **When you are adjacent to an enemy monster, select YES to fight it or NO not to fight.**
- **When you are adjacent to more than one enemy monster, if you select YES the message "WILL YOU FIGHT ____ (name of an enemy monster)?" appears. The names of enemy monsters appear one by one. Keep selecting NO until the name of an enemy monster you want to fight appears. Select YES when the name of an enemy monster you want to fight appears.**

★If you do not want to fight any enemy monster, press the B button to cancel.

★If you are adjacent to two or more enemy monsters, you can review the strength of each before deciding which one you should fight. Move the HEX cursor to an enemy monster and press the A button. The strength (life energy) of that enemy monster is then displayed. The greater the value, the stronger the enemy monster.

Q5: What should I do when the message "UNABLE TO ADVANCE BECAUSE A MONSTER IS BLOCKING THE WAY" appears?

A: Either Godzilla® or Mothra is blocking the way, so you cannot advance. Press the A button to set your move, or press the B button to cancel the move and try another.

Q6: What should I do when the message "NOT GOING TO MOVE?" appears?

A: When this message appears in your turn of move (attack), if you select YES, Godzilla® (Mothra) does not move from its current

position. The enemy monster then automatically starts moving (attacking). If you select NO, your monster turns black-and-white in the same manner as for cancel. Start over once again.

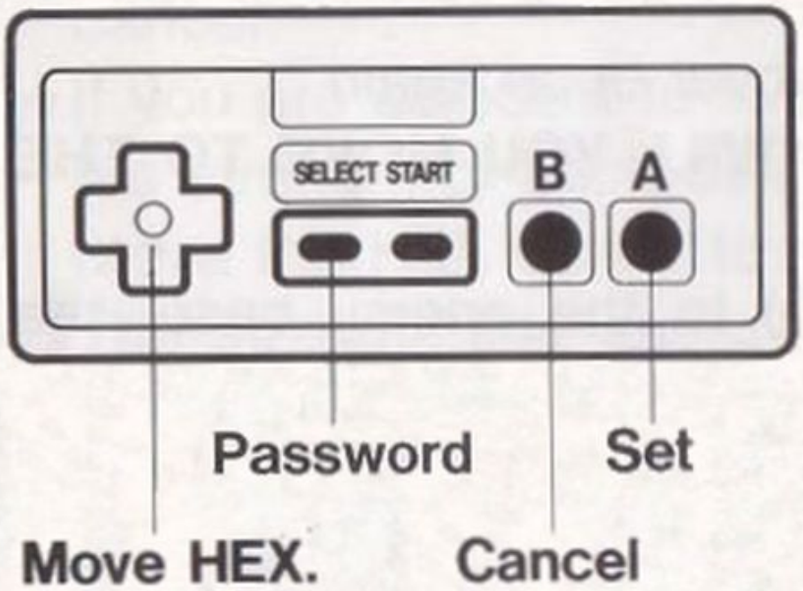
Q7: What should I do when the message "WILL YOU MOVE TO THE NEXT FIELD?" appears?

A: When you advance Godzilla® (Mothra) to the enemy base, the screen turns to the battle stage, and a battle begins. Next, the enemy moves (attacks). Then in your turn, if your monster survives, press the A button and this message appears. Select "YES" and Godzilla® (Mothra) disappears from the current Ring Field and warps to the next Ring Field. Select "NO" and your monster turns black-and-white in the same manner as for cancel.

When you advance Godzilla® and Mothra, if both monsters are alive, or the remaining monster, if either has died, to the next Ring Field, you have won the current Ring Field. Both Godzilla® and Mothra will revive in the next Ring Field. Note, however, the energy LEVEL of a once-dead monster decreases by one.

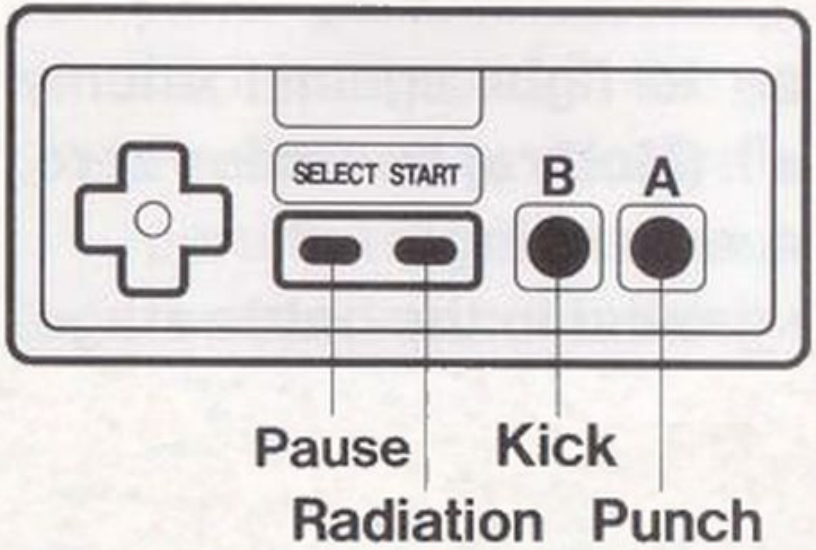
CONTROLLER OPERATING INSTRUCTION

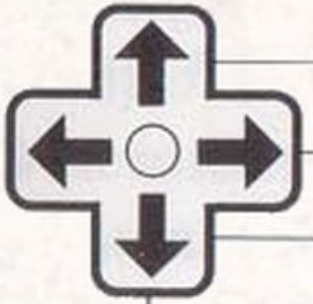
HEX MODE



★To move the HEX cursor or selected monster, hold down the Control Pad ✚ to the right or left and then press it up or down.

BATTLE MODE • HYPER-FIGHT MODE





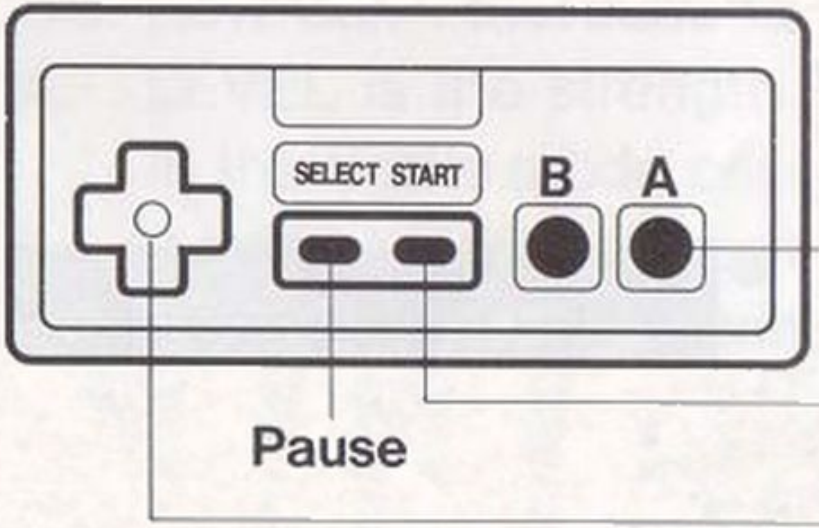
Up: Jump

Move to the right/left.

Down: Squat

Down + B button:
Tail Chop

● ***CONTROL OF GODZILLA®***



● ***CONTROL OF MOTHRA***

Eye Beam

Poisonous Powder Attack

Move up, down, right, or left.

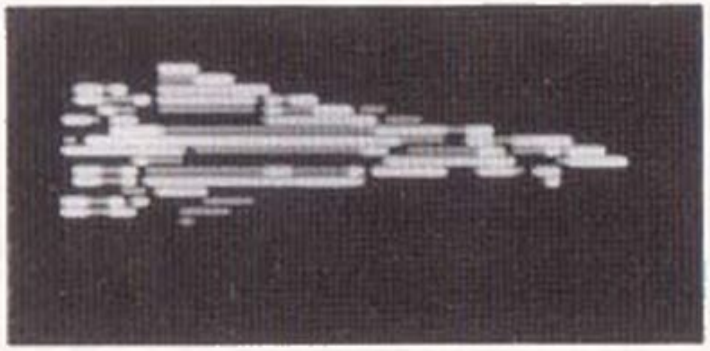
GAME SCREEN: BATTLE MODE (SIDE

- **The game in the battle mode is played in the sequence of HEXes that you move through in the Ring Fields.**
- **In the battle mode Godzilla® (Mothra) has to fight against enemy weapons. If the LIFE parameter of Godzilla® (Mothra) becomes zero, it dies. Try to avoid being damaged while advancing.**

★If you beat a certain enemy weapon on the ground in the battle stage, a life capsule (shown in photo ⑥) appears. Take it to recover your LIFE parameter. The blue space ship (shown in photo ⑦) flying from the left also carries a life capsule. Collect this and you can recover your LIFE parameter.

⑥

⑦



SCROLLING MODE)

Q8: How can I recover Godzilla®'s POWER and LIFE parameters?

A: The parameters displayed at the top left on the screen have important roles in the game. POWER indicates the strength of Godzilla®'s Radiation or Mothra's Poisonous Powder Attack. The POWER parameter decreases drastically if you use your weapon, but it recovers automatically if you keep fighting in the battle mode. If the LIFE parameter becomes zero, Godzilla® (Mothra) dies. Collect life capsules to replenish your LIFE parameter while avoiding damage.

★The higher the LIFE parameter, the more quickly POWER recovers.

Q9: How can I increase Godzilla®'s LEVEL?

A: LEVEL is the strength of Godzilla® (Mothra). As you keep fighting in the battle mode or beat enemy monsters, the LEVEL of Godzilla® (Mothra) increases and the POWER and LIFE parameters are also recovered. The maximum is LEVEL 16.

★A secret to increase LEVEL is hidden at the Sub-space battle stage Fight the space creatures and the large space battle ship.

GAME SCREEN: HYPER-FIGHT MODE

- **When you fight an adjacent enemy monster, the game automatically enters the hyper-fight mode. If you fight one-to-one with an enemy monster in this mode, you can use all of the weapons of Godzilla® or Mothra assigned to the battle mode.**
- **The POWER and LIFE parameters are displayed for each monster as described for the battle mode. If the LIFE parameter of your monster or an enemy monster becomes zero, it dies and disappears from the Ring Field.**

★If approximately 40 seconds have passed after a start of fight, it will be a draw.

★In case of a draw, the LIFE parameter of the enemy monster is automatically restored to a specified level. Before your next fight, be sure to check the LIFE parameter of the enemy monster using the procedure described in the note (marked ★) on page **10**.

★Every enemy monster has a weak point. If you hit this point, the enemy monster's body will change color for an instant. Find each monster's weak point to increase your chances of winning the fight.

RING FIELD AND BATTLE STAGE

- The Ring Fields where the game is played are arranged in the following order: Earth, Mars, Jupiter, Saturn, Uranus, Pluto, Neptune, and Planet X.
- Each Ring Field consists of battle stages (six-sided HEXes). There are seven types of battle stages: Wilderness, Volcano, Jungle, Ruins, Sub-space, Mecha City, and Base (Each Ring Field has one Base).

	Wilderness		*Sub-space*
	Volcano		*Mecha City*
	Jungle		*Base*
	Ruins		*Headquarters*

GAME OVER AND GAME COMPLETE

- **Note that the game is over when:**
  ① Both Godzilla® and Mothra have died.
  ② Either Godzilla® or Mothra warped to the next Ring Field and the remaining one has died.

★If you advance either Godzilla® or Mothra, then the other dies, case ② above occurs. Carefully consider the sequence of warping to the next Ring Field.

- **You can finish the game and win a complete victory for the earth by winning in the eight Ring Fields between the earth and Planet X and advancing Godzilla® (Mothra) to the headquarters in the Ring Field on Planet X.**

★Advance Godzilla® and Mothra, if both monsters are alive, or the surviving monster, if only one of them is alive, to the enemy headquarters.

★If the game ends before you have won, select LAST GAME on the command selection screen as described in page **5** to restart the game from the Ring Field that you were in last.

ENTERING A PASSWORD

- **You can save the game during play by using a password. Press the SELECT button while a HEX cursor (white six-sided frame) is present in a Ring Field, and the password appears. Write down this password and you can enter it to start the game from the saved position the next time you play.**
- **The number of characters in the password depends on the state of your monster and enemy monsters.**
- **To enter a password, select PASS WORD GAME on the command selection screen displayed at the start of a game. Move the pointer ▲ to the character to be entered on the upper screen using the Control Pad ✚ and press the A button. The selected character is entered at ▲ on the lower screen. Repeat this operation to enter all password characters, then move ▲ to END and press the A button.**

★When END is selected, the computer checks the entered password. If it is wrong, the message "PASS WORD ERROR" appears between the upper and lower screens. Re-enter the correct password.

- **To change an entered character, move ▲ on the upper screen to**

RIGHT (move right) or LEFT (move left) and move ▲ on the lower screen to the wrong character, then enter the correct character.

- If you enter too many characters, locate ▲ between Y and LEFT on the upper screen and press the A button to delete the character located at ▲ on the lower screen.

CHARACTERS

• Godzilla®

Godzilla® has enormous destructive power for battles. It also has strong Radiation. An attack by this Radiation with the power at the maximum is irresistible. Godzilla®'s Punches, Kicks and Chops with the tail are mighty enough to crush a rocky mountain with a single blow.

• Mothra

Mothra's Poisonous Powder Attack at a wingbeat is extremely strong. Its Eye Beam is effective against flying objects. Mothra helps Godzilla® defend the earth.

• Ghidora

Ghidora overpowers other monsters with its giant body and power; it is a king of enemy monsters. Neck Punches using three necks and Gravity Rays radiated at random are Ghidora's deathblows for attacking Godzilla®.

• Gigan

Gigan's strongest weapon is Stingers on the breast. The Stingers suddenly project and their sharp blades revolve like a circular saw; the Rotary Cutter is Gigan's most powerful weapon. The Eye Beam shot from its eyes is dangerous because it can remove Godzilla® 's power.

• Mecha-Godzilla®

The destructive power of this robot Godzilla® is almost equal to that of Godzilla®. The Space Beam shot from its eyes is dangerous. And its Punches and Kicks have a greater destructive power than other monsters'.

• Hedorah

Hedorah attacks Godzilla® using a variety of different postures. If Godzilla® (Mothra) comes too close to Hedorah, it will be caught by Hedorah's Expandable Hands. Hedorah's Bullets are powerful, too.

• Varan

Varan's body is as big as Godzilla® , but its actions are very quick. It has a high jumping power and a variety of attack patterns. Varan has no missiles but is quite strong in a grapple. Varan is dangerous if it catches you off-guard.

• Baragon

The gold shining horn on its head, radiating Heat Beams, is Baragon's most powerful weapon. It jumps to make a Horn Tackle immediately after it squats to let Godzilla® 's attack pass over.

• Gezora

This strange monster is constantly jumping off the ground by expanding and retracting its legs. If Gezora catches you off-guard, these legs suddenly expand to attack Godzilla® .

• Moguera

Moguera is a robot monster like Gigan. It repeats simple attacks restlessly. Its actions are slow but the Eye Beam shot from its eyes is quite powerful.

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